

WHAT IS CLAIMED IS:

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1. A game system comprising:

a plurality of game cards, each visually portraying a figure of a character and storing data for use in a card game,

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards storing, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

wherein one of said game information storage medium and said game machine including external information reading circuitry for reading the identification data and characteristic data of the character recorded or stored in said game card; and

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry, processing the characteristic data in accordance with the game program stored in said game information storage medium.

2. A game system according to claim 1, wherein said processing system, when

not supplied with the identification data and characteristic data by said external information reading circuitry, executes a process on the basis of only the game program stored in said game information storage medium thereby executing a different game process depending upon whether a game card is used on said game machine.

3. A game system according to claim 1, wherein said game information storage medium includes, for each of the characters, a first memory section for storing the identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game,

5 said first storage section storing a registering program for writing and registering when the identification data of the character read by said external information reading circuitry is in a predetermined condition, the identification data and characteristic data being read from the game card to said second storage section.

4. A game system according to claim 1, wherein said game information storage medium includes, for each of the plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game,

10 said plurality of game cards having recorded thereon as characteristic data, data corresponding to the identification data of one or a plurality of the characters,

15 said second storage section further storing, when the identification data of the character read by said external information reading circuitry is in a predetermined state, a program for registering additional data read out of the game card in addition to the characteristic data corresponding to the identification data of the character.

5. A game system according to claim 1, wherein said game information storage medium includes a first memory section for storing identification data and characteristic data, and a second memory section that stores identification data and characteristic data acquired during progress of the game,

20 said plurality of game cards recording characteristic data including inherent

ability data for each of the character identification codes,

at least one of said plurality of game cards including a figure of a particular character other than characters stored in said game information storage medium, and storing display data for displaying an identification code, ability data and a figure of the particular character,

said first storage section, when the identification data of the particular character read by said external information reading circuitry is different from the identification data of all the characters previously registered, further storing a program for registering an identification code, ability data thereof and display data of the particular character to said second storage section.

6. A game system according to claim 1, wherein the characteristic data of the character recorded in said game card is ability data of the character, and

said game information storage medium including a game program for comparing the ability data stored in association with the character identification data in the game program corresponding to the identification data of a certain character read from said game card with the read character ability data, to advance the game using at least one of the ability data in the game program and the read ability data.

7. A game system according to claim 1, wherein said game cards are trading cards each including a figure of a character differing in rarity value, and

said game machine using said cards to play a game associated with the game program stored in said game information storage medium.

8. A game system according to claim 1, wherein the characteristic data stored on said game card includes sound data related to at least the character, and

wherein said processing system generates sound of the character on the basis of sound data read by said external information reading circuitry.

9. A game system according to claim 1, wherein the characteristic data stored on said game card includes text data explaining an individual feature of the character, and

5 wherein said processing system displays text data read by said external information reading circuitry on a game screen.

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10. A game system according to claim 1, wherein said game card optically readably records by a two-dimensional barcode at least the identification data and characteristic data of the character in a mechanically readable recording form, and

10 wherein said external information reading circuitry is an optical reader for optically reading the identification data and characteristic data of the character recorded on said game card.

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11. A game system according to claim 1, wherein said game card includes an electrically readably recording at least of character identification data and characteristic data of the character in a non-volatile memory of an IC card, and

15 wherein said external information reading circuitry is a reader for electrically reading the identification data and characteristic data of the character stored in said non-volatile memory of said game card.

12. A game system according to claim 1, wherein said game card includes a magnetic recording of at least character identification data and characteristic data of the character in a magnetic recording area formed in one surface thereof, and

20 wherein said external information reading circuitry is a magnetic reader for magnetically reading the identification data and characteristic data of the character

recorded in the magnetic recording area of said game card.

13. A game system comprising:

a plurality of collection cards, each visually portraying a figure of a character and storing data relating to said character;

5 a game information storage medium storing a game program to display at least some of the characters portrayed on said collection cards in an image display device;

a game machine including a processing system for receiving therein said game information storage medium to execute an image display game;

10 wherein at least one of said collection cards includes a particular character other than a character stored in said game information storage medium and having recorded thereon display data to display a figure of the particular character and including an identification code of the particular character and characteristic data of the particular character,

15 wherein one of said game information storage medium and said game machine further having external information reading circuitry for reading the identification code and characteristic data recorded on said collection card,

said processing system being operable to

20 execute the game program based on the game program stored in said game information storage medium when the identification code and characteristic data of the particular character are not supplied by said external information reading circuitry, and to

execute the game program and processing the character data of the particular character when supplied with the identification code and characteristic data of

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the particular character read from said external information reading circuitry, and to display the display data of the particular character during the game.

14. A game system according to claim 13, wherein the characteristic data stored on said game card includes sound data related to at least the character, and

5 wherein said processing system generates sound of the character on the basis of sound data read by said external information reading circuitry.

15. A game system according to claim 13, wherein said game card includes as characteristic data, ability data related at least to the character, and

10 said processing system changes a display state of the character in the game based upon ability data read by said external information reading circuitry.

16. A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device, a game machine including a processing system for receiving therein said game information storage medium to
15 execute an image display game program, and an external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character

20 and characteristic data related to said character, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine.

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17. A game card according to claim 16, wherein said game card includes a recording of additional data in addition to said characteristic data, wherein

the additional data includes mini-game data for playing a game which may be added to the game based on the game program stored in said game information storage medium.

18. A game card according to claim 17, wherein the mini-game data recorded in said game cards records a mini-game program for realizing a mini-game in said game card separate from the game program stored in said game information storage medium, and

wherein said card further records order data for rearranging parts of the mini-game program.

19. A game card according to claim 16, wherein the characteristic data recorded includes at least sound data to generate a sound of the character and ability data of the character, and

further recording, capacity data to determine a capacity of the sound data and ability data.

20. A game card according to claim 16, wherein the characteristic data includes at least two kinds of data of sound data for generating sound of the character, ability data representative of an ability of the character and text data explaining a feature of the character.

21. A game card according to claim 16, further including additional data corresponding to the identification code of the figure-depicted character and data for determining the amount of data recorded.

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22. A game card according to claim 16, wherein said external information reading circuitry is an optical reader for optically reading the identification data and characteristic data of the character recorded in said game card, and

wherein said game card includes an optically readably recording of at least the identification data and characteristic data of the character including a two-dimensional barcode.

23. A game card according to claim 16, said external information reading circuitry is a reader for reading the identification data and characteristic data of the character stored in a non-volatile memory of said game card, and

wherein said game card includes an IC card storing identification data and characteristic data.

24. A game card according to claim 16, wherein said external information reading circuitry is a magnetic reader for magnetically reading the identification data and characteristic data of the character recorded in a magnetic memory of said game card, and

wherein said game card includes a magnetic memory recording at least the identification data and characteristic data formed in one surface thereof.

25. A game information storage medium for use in a game system including a plurality of game cards each visually portraying a figure of a character and storing data related to said character and for playing a card game, said game information storage medium storing a game program, a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program, and external information reading circuitry provided on one of said game

information storage medium and said game machine to read data recorded in said game card, wherein said plurality of game cards record on a character-by-character basis at least identification codes of the characters and characteristic data for representing individual aspects of the characters depicted with figures,

5 said game information storage medium comprising:

 a first game program memory section for storing a first program for playing a game to display characters in an image display game, and

 a second game program memory section for storing a second program for executing a game using said characteristic data to be added to the first game program
10 when supplied with the identification code and characteristic data read from said external information reading circuitry.

26. A game information storage medium according to claim 25, wherein said information storage medium is an cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor
15 memory and integrally formed with said external information reading circuitry.

27. A game information storage medium according to claim 25, wherein said game cards store a plurality of kinds of individuality expressing data on an identification-code-by-identification-code basis, and

 said game information storage medium including a semiconductor solid state
20 memory storing the first program and second program, a writable/readable memory for writably/readably storing at least part of the individuality expressing data correspondingly to at least part of the identification codes, and a case accommodating said semiconductor memory and writable/readable memory and integrally formed with

said external information reading circuitry.

28. A game system comprising:

a game card visually portraying a figure of a character and storing data for use in a card game,

5 a game information storage medium including:

a memory storing a game program for playing a game related to said game card, and

reading circuitry for reading information from said game card; and

10 a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program.

29. A game system according to claim 28, wherein said game information storage medium includes processing circuitry.

30. A game system according to claim 28, wherein said game machine is a hand-held device and includes a display.

15 Sub B67 31. A game system according to claim 28, where said game card includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character;

20 32. A game system according to claim 28, wherein said game information storage medium includes, for each of a plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section that stores identification data and characteristic data acquired during progress of the game.

33. A game system according to claim 28, wherein said game card is one of a plurality of trading cards each including a figure of a character differing in rarity

value, and

said game machine uses said cards to play a game associated with the game program stored in said game information storage medium.

34. A game system according to claim 28, wherein the characteristic data stored on said game card includes sound data related to at least an associated character, and wherein said processing system generates sound of the character on the basis of sound data read by said reading circuitry.

10 35. A game system according to claim 1, wherein said data stored on said game card includes text data explaining an individual feature of the character, and wherein said processing system displays text data read by said reading circuitry on a game screen.

15 36. A game system according to claim 28, wherein said game card optically readably records by a two-dimensional barcode at least identification data and characteristic data of the portrayed character in a mechanically readable recording form, and

wherein said reading circuitry is an optical reader for optically reading the identification data and characteristic data of the character recorded on said game card.

20 Sub 37 37. A game system according to claim 28, wherein said game card includes an electrically readably recording of at least of character identification data and characteristic data of the character in a non-volatile memory of an IC card, and

wherein said reading circuitry is a reader for electrically reading the identification data and characteristic data of the character stored in said non-volatile memory of said game card.

38. A game system according to claim 28, wherein said game card includes a magnetic recording of at least character identification data and characteristic data of the associated character in a magnetic recording area formed in one surface thereof, and wherein said reading circuitry is a magnetic reader for magnetically reading the identification data and characteristic data of the character recorded in the magnetic recording area of said game card.

39. A removable memory for a game system comprising:
a program memory for storing a game program involving cards;
a data reader for reading data from at least one card;
processing circuitry for processing data read from a card; and
a connector for connecting to a game machine having a processing system for executing said game program.

40. A removable memory according to claim 39, further including a RAM memory.

41. A removable memory according to claim 39, further including a groove for receiving at least a portion of said game card for reading data from said game card.

42. A removable memory according to claim 39, further including
a first game program memory section for storing a first program for playing a game to display characters in an image display game, and

a second game program memory section for storing a second program for executing a game using said characteristic data to be added to the first game program when supplied with the identification code and characteristic data read from said data reader.

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43. A removable memory according to claim 42, wherein said removable memory is an cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said data reader.

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